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## Abstract

A visual programming tool and execution environment, based on pre-developed object classes including an action class and an action list class. The action class is defined by 1) an action performer which is an existing instance of a class which must support property-method-event model; 2) an action method which must indicate one of the methods of the action performer; 3) action data if the action method requires it. The action list class contains an ordered list of action objects. An action object or an action list object can be linked to any events of object classes. The software development process is to create objects; create action objects; create action list objects; and link action objects and action list objects to events, in a visual and codeless manner.